

## Computation Gridlock

Players: 2

follow the order of operations to create equations

## Materials

.....

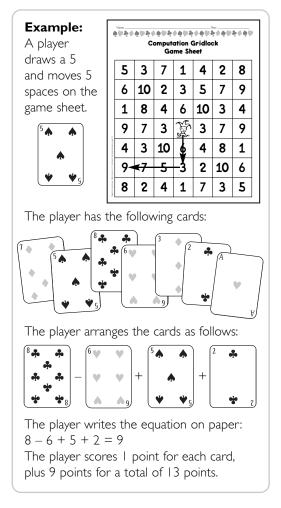
one shuffled deck of cards with jokers and face cards removed Computation Gridlock Game Sheet

small markers that fit in the spaces on the game sheet, such as pennies, buttons, or beans pencils and scrap paper

## The Way to Play

.....

- 1 One player deals seven cards to each player and stacks the remaining cards facedown in pile. Players keep the same cards throughout the game. Players place their cards faceup in a row in front of them.
- 2 Player 1 draws a card from the pile. Starting at the joker, Player 1 moves a marker the number of spaces indicated on the card. Players may move in any direction—up, down, sideways, or diagonally—and may switch directions, as long as the spaces touch a side or corner. Players may not backtrack through spaces that they have already passed in that turn. Players may not cross or land on the joker.
- 3 Player 1 reads aloud the number landed on. The player uses any or all of the seven cards to create an expression that equals the number value of the space. Players must follow the order of operations. Player 1 writes the equation and Player 2 checks it.
- 4 Player 1 earns 1 point for every card used and as many points as the number of the space landed on. Player 1 leaves the marker on the space. Players may not land on or pass through this space again. If Player 1 is unable to make an expression, the player removes the marker and the turn ends. Player 1 places the card in a discard pile.



- 5 Player 2 takes a turn in the same way. If a player draws a card and cannot move that number of spaces, the turn ends.
- 6 The player with the most points after five (or more) rounds wins the game.



## Computation Gridlock Game Sheet

5	3	7	1	4	2	8
6	10	2	3	5	7	9
1	8	4	6	10	3	4
9	7	3		3	7	9
4	3	10	6	4	8	1
9	7	5	3	2	10	6
8	2	4	1	7	3	5